



# REVENANT

**A ROLEPLAYING GAME OF  
DEATH, HATRED, AND VENGEANCE**

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This demo rulebook is a work-in-progress. It provides everything you need to play a game of REVENANT, but the mechanics and systems may need additional refinement.

If you would like to provide feedback about your experiences with the game, we would love to hear from you.

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*You are a Revenant, a restless spirit that has clawed its way back to the realm of the living to seek vengeance against those responsible for its death. Fueled by hatred, you will stop at nothing to right the terrible wrong inflicted upon you. Only through revenge can your soul finally be at peace and undertake the long voyage into the eternity of the afterlife.*

## GAME TERMS

**Asset:** A resource or advantage the Target possesses.

**Bond:** Something valued by the Target, usually a person or thing.

**Challenge:** A test that occurs whenever the Revenant takes an action that is opposed or could result in failure of some kind. The Player rolls dice to determine the outcome, which may be described by the Player or the Narrator.

**Echo:** A memory that helps connect the Revenant to its humanity.

**Fear:** Something the target dreads or worries will occur.

**Fetter:** A mystical object that binds the Revenant's spirit to the world of the living.

**Gamemaster (GM):** The person who controls all non-Revenant characters, frames scenes, and describes Challenge outcomes.

**Gatekeeper:** Supernatural beings charged with hunting down wayward spirits that escape from the Void.

**Hatred:** A resource used to fuel a Revenant's powers.

**Player:** The player who controls the Revenant and narrates their actions.

**Target:** The person responsible for the Revenant's death and the object of its vengeance.

**Mark of Death:** Something that marks the Revenant as a spirit from the Void.

**Vengeance Points:** A measure of the Revenant's progress toward its revenge.

**Touch of the Void:** A supernatural power the Revenant has gained in death.

**The Void:** A mystical dimension that divides the world of the living from the world of the dead.

## CHARACTER CREATION: PLAYER QUESTIONS

The game begins with a series of questions to determine the nature of the Revenant, the circumstances of its death, and the identity of its killer (known as the Target). There may be more than one Target if multiple people were involved in the Revenant's death. The Target does not have to be an individual; it could be an organization or some other group.

### Life Questions

- Who were you in life?
- What did you love most in life?
- What were your plans for the future?

### Death Questions

- How and why were you killed?
- What was unusual about your death?
- Who witnessed your death?
- Why was there no justice for your death?
- What happened as a result of your death?

### Return Questions

- How much time has passed since your death?
- Where did you awaken?

### Touch of the Void

- What power did you gain in death?

### The Mark of Death

- What unusual quality marks you as a dead spirit?

### Fetter Questions

- What object binds you to the world of the living?
- What is the significance of your fetter?

### Echo Questions

- What three important memories define your life.

### Target Questions

- Who is responsible for your death?
- What was your connection to them?
- What are three things you know about them?

## CHARACTER CREATION: GM QUESTIONS

The Player then asks the GM questions about the Target. If there is more than one Target, ask the same questions for each one. If the Target is not an individual, these questions should focus on the individuals most closely associated with it. The answers provide the basis for the Target's Bonds, Assets, and Fears. In a standard game, the Target has three of each, but this can be adjusted to make the game more challenging or complex. These answers remain hidden from the Player at the beginning of the game.

### **What are three (or more) things that matter to the Target?**

- These are the Target's Bonds.

### **What three (or more) advantages or resources does the Target possess?**

- These are the Target's Assets.

### **What three (or more) things does the Target dread will happen?**

- These are the Target's Fears.

## CHALLENGE TESTS

In most cases, the Revenant can take whatever actions the Player describes without requiring a test. When the Revenant's actions are opposed by someone or represent an obstacle relevant to the narrative, the Player must make a Challenge test. When the Revenant faces a Challenge, the GM sets the Difficulty based on the factors involved in the situation.

- **Easy (5):** If the Revenant is facing only minor obstacles while taking an action, the Challenge is considered Easy. This is the default Difficulty for a test.
- **Medium (8):** If more than two minor factors or one major obstacle are working against the Revenant, the Challenge is considered Medium.
- **Hard (10):** If the Revenant is trying overcome more than five minor factors or two major obstacles, the Challenge is considered Hard.

When the Revenant faces a challenge, the Player rolls two different colored d6s. One die is designated as the Player die and the other as the GM die. If the Revenant has any situational advantages during the test, each of them adds +1 to the result. The Revenant can also spend Hatred equal to their current Vengeance Points +1 (so a Revenant with 3 VP can spend 4 Hatred on a Challenge). The Player must spend Hatred before the test, not after.

**Challenge Test Roll:** 2d6 + modifiers (if any) + Hatred (optional)

If the result equals or exceeds the Difficulty, the Revenant succeeds and the Player narrates the outcome. If the result is less than the Difficulty, the Revenant fails and the GM narrates the outcome.

Regardless of the outcome of the Challenge, both the Player and the GM have the ability to influence the narrative:

- If the Player die result is greater than the GM die result, the Player may add a number of elements to the narrative equal to the difference. The Player also has the option to regain Hatred equal to the difference. They may mix the two options.
- If the GM die result is greater than the Player die result, the GM may add a number of elements to the narrative equal to the difference. For every Echo the Revenant has lost, the GM can make it take one action beyond the Player's control as one of these elements.
- If the Revenant fails a Challenge AND the GM die result is greater, the Revenant regains Hatred equal to the difference between the GM die and the Player die.

## HATRED

Revenants are animated and fueled by hate. This is represented by their Hatred rating. A Revenant begins with 5 Hatred. There is no limit to how much Hatred a Revenant can possess. It gains 1 Hatred whenever it learns one of the Target's Bonds, Assets, or Fears. It can also gain Hatred as the result of a Challenge and by overcoming a Gatekeeper.

Hatred can be used to add bonuses to a Challenge and to activate the Revenant's Touch of the Void powers.

## VENGEANCE POINTS

The Revenant can only rest once it satisfies its need for vengeance. Simply killing the Target is not enough to satisfy this unnatural hunger. Before striking the final blow, the Revenant must make the Target suffer to provide a small glimpse of the pain the Revenant was forced to endure due to its untimely death.

Vengeance Points represent the Revenant's progress toward its revenge. Whenever the Revenant destroys a Target's Bond or ruins an Asset, it gains a Vengeance Point. If a Fear can be exploited and turned against a Bond or Asset, the Revenant gains an additional Vengeance Point.

Once the Revenant has accumulated 3 Vengeance Points, it can fulfill its quest for revenge by confronting and killing the Target. If it attempts to kill the Target and fails, however, the Target gains confidence and believes they have escaped accountability for their actions. The Revenant may not confront the Target again until it gains another Vengeance Point.

Revenants are spirits of vengeance and death, not mercy and forgiveness. If multiple Targets are in play, all of them must be killed. Vengeance Points should be tracked for each Target and are not transferable, so gaining 3 Vengeance Points for one Target will not allow the Revenant to kill a second Target.

For a more challenging game, the GM may increase the number of Vengeance Points required to confront the Target.



## **CRISIS**

When a Revenant's Hatred drops to zero, it can potentially suffer a Crisis. During a Crisis, the Revenant is pulled to the brink of the Void to relive the moment of its death and must find the will to remain in the physical world. A Crisis is triggered whenever a Revenant with 0 Hatred fails a Challenge.

The Revenant must make a Hard (10) Challenge Test to avoid being pulled back into the Void and consumed by it. If its Fetter is still intact, it may roll an additional d6 on the test. It may also invoke one of its Echoes to reroll a single die result, provided the Player can explain how the Echo helps it to return. Once an Echo is used in this fashion, it is burned out of the Revenant's memory and lost forever.

If the Revenant succeeds, it returns to wherever it was when the Crisis occurred. No time passes during a Crisis, and the Revenant regains Hatred equal to the result of the Player die. If the Revenant fails, its soul loses all purpose without its Hatred to guide it. In time, it may become a Ghost, but for now, its story has come to an end.

## THE REVENANT

Revenants are spirits of the Void given physical form by the strength of their hatred and desire for vengeance. They cannot be killed by mortal means. Any damage they suffer heals within seconds. They do not require food, air, water, or rest. If its body is completely destroyed (such as by an explosion), it will reconstitute within 24 hours at the location where it first crossed over from the Void. While a Revenant looks much as it did in life and may return near the location where it was laid to rest, it is *not* a reanimated corpse. Even if its body was dismembered, lost, or cremated, it can still return to seek vengeance.

The Revenant's fetter is its connection to the physical world. If the fetter is destroyed, the Revenant becomes like any other mortal, vulnerable to physical damage (although it still does not require rest or sustenance). When a Revenant without a fetter is killed, its spirit loses cohesion and returns to the Void where it will linger in anguish for all eternity. It remembers fragments of its former life. The strongest and most important of these memories are called Echoes. A Revenant knows its name, the people closest to it, and the circumstances of its death. It usually has some vague awareness of things that happened shortly after it died, impressions it gathered while lingering in the Void.

A Revenant feels its Target at all times. It doesn't know their precise location, but it can sense them and track them no matter where they hide. The Revenant always knows its target, no matter how much they've changed or even if it has never actually seen their face. The Target may not recognize the Revenant, but they always understand its intent when they see it.

## WHO WERE YOU?

REVENANT is a very open-ended game. That freedom can be daunting for many players. Here are a few ideas to serve as starting points or inspiration for the story creation process:

- A musician murdered by a corrupt concert promoter.
- A journalist killed by a company you were investigating.
- A student who witnessed a crime during your daily jog.
- A soldier abandoned by your superiors to torture and death.
- An innocent teenager killed in a gang shootout.
- A lover killed the night before your wedding by a drunk driver.
- A scientist killed for your research.
- An office worker who discovered a colleague's crime.
- An activist killed by a powerful politician.
- A criminal betrayed to death by an ambitious friend.

# THE TOUCH OF THE VOID

When a Revenant crosses over into the realm of the living, it brings a portion of the Void with it. This “touch of the Void” allows the Revenant to perform incredible feats that defy the laws of the physical world. Some of these special abilities provide minor advantages that are always active, but the more substantial abilities are powered by the Revenant’s Hatred. When the Revenant activates a Void ability, the power usually remains in effect until the end of the current scene.

## TOUCH OF THE VOID ABILITIES

- **Chance:** Fortune favors the Revenant. After any dice roll, it can spend 1 Hatred to reroll one die or designate which die is the Player die. For 2 Hatred, it can reroll both dice and designate which one is the Player die.
- **Dominate:** By spending 1 point of Hatred, the Revenant can force a person to do whatever it asks of them short of causing physical harm to themselves or others. For 2 Hatred, it can make them commit acts of violence.
- **Entropy:** The Revenant’s touch breaks down physical materials until they disintegrate. Metal rusts, wood rots, and plastic crumbles. By spending 1 Hatred, the Revenant can break down anything it touches. For 2 Hatred, the entropic touch spreads at a rate of one foot per second. Entropy does not affect living materials.
- **Healer:** The Revenant’s touch has the power to heal. By spending 1 Hatred, it can heal any superficial damage (cuts, bruises, or minor fractures) or minor sickness suffered by any living thing. For 2 Hatred, it can repair severe injuries (broken bones or internal injuries) and major sicknesses (including terminal conditions).
- **Illusions:** By spending 1 Hatred, the Revenant can create any number of minor illusions up to its size. The illusion can move, but it cannot make any sound. For 2 Hatred, the illusion can make sound and can be up to three times the Revenant’s size or be split into a number of illusions equal to that size.
- **Mind Ripper:** When the Revenant touches someone, it can spend 1 Hatred to read their thoughts and memories. For 2 Hatred, it can reshape their memories as it sees fit.
- **Nightmare:** By spending 1 point of Hatred, the Revenant takes on a terrifying visage that causes disadvantage to anyone who takes actions against it. For 2 Hatred, they will do everything they can to flee the Revenant presence and will not take action against it unless they have no choice. In both cases, reduce the Challenge Difficulty by one level.
- **Shadow Grasp:** Spend 1 point of Hatred to sprout a pair of shadowy tentacles from the Revenant’s shoulders. They can extend up to ten feet to manipulate inanimate objects or assist with climbing. The tips of these tentacles are prehensile and capable of interacting with anything requiring fine motor skills. The tentacles pass through living flesh, so they cannot be used as weapons. They can, however, be used to hold weapons. For 2 Hatred, another pair of tentacles protrudes from its hips.

- **Shadow Stride:** By spending 1 Hatred, the Revenant can step into a shadow and emerge from any other shadow within sight. For 2 Hatred, it can emerge from a shadow it cannot see up to 100 yards away.
- **Strength:** The Revenant has unnaturally great strength, allowing it to easily lift 500 pounds over its head. For 1 Hatred, it can lift up to one ton and add +1 to all combat Challenges. For 2 Hatred, it can lift up to three tons and add +2 to all combat Challenges.
- **Talons:** The Revenant's nails are as hard as steel and twice as sharp. Add +1 to all combat Challenges. For 1 Hatred, the Revenant automatically succeeds on any easy combat Challenge (not involving Gatekeepers). For 2 Hatred, it automatically succeeds on medium combat Challenges (not involving Gatekeepers).
- **Vermin Lord:** The Revenant can communicate freely with vermin such as rats, insects, and carrion birds. For 1 Hatred, it can issue simple commands that will not put them in danger. For 2 Hatred, they will put themselves at risk to obey the Revenant's wishes.
- **Void Speaker:** The Revenant can summon and speak to beings within the Void. For 1 Hatred, it can peer into the Void and speak with a Ghost lingering in an area. For 2 Hatred, it can summon a Demon to carry out a task in exchange for a mortal soul.
- **Wail:** Spend 1 point of Hatred to unleash a terrible scream. The Revenant's voice channels the agony of its unjust death, causing terrible pain to anyone within earshot. Anyone within 50 feet is must cover their ears, causing them to drop whatever they're holding. For 2 Hatred, anyone within 50 feet falls to the ground in agonizing pain for 30 seconds and anyone within 100 feet is forced to cover their ears, dropping whatever they're holding.
- **Wrath:** By spending 1 point of Hatred, the Revenant can walk through walls and cause physical

## THE MARK OF DEATH

Although Revenants often look much as they did in life, they are no longer of this world. As creatures of the Void, they always carry some sort of mark that distinguishes them as unnatural. People who notice this mark may not know what to make of it, but they instinctively realize that something is not right about the Revenant. Marks generally do not have a specific game effect, but they should be kept in mind during the Revenant's interactions with the living.

### MARK OF DEATH EXAMPLES

- **Ashen Touch:** The Revenant's skin leaves a thin layer of ash on everything it touches.
- **Blurred Reflection:** The Revenant's features are always blurred in mirrors or any other reflective surface, including video footage or film.
- **Cold Aura:** The air around the Revenant is several degrees colder, starting about ten feet away and growing colder closer to its body.
- **Deathly Odor:** An unpleasant smell hangs in the air around the Revenant. If they were buried after their death, the odor is of rotting wood and damp earth. If they were cremated, they smell of ash and burning meat.
- **Pallid:** The Revenant is unnaturally pale, regardless of their skin tone. Their flesh is dull and lifeless, as if all color and warmth has been drained from it. They are also cold to the touch.
- **Scarred:** Crossing over from the Void has left the Revenant horribly scarred. While they are still recognizable, their face and body are covered with deep, dark scars.
- **Sodden:** The moisture of the Void clings to the Revenant's flesh and hair. No matter how much time they spend in the open air, they always seem to be soaking wet with cold water.
- **Tattered:** Everything the Revenant wears deteriorates within minutes, leaving it looking frayed, moth-eaten, and threadbare.
- **Verminous:** An assortment of insects, worms, and arachnids nest in the Revenant's clothing and hair (NOT inside its body). They can never be fully removed. Even if the Revenant is stripped of its clothing and scrubbed clean, more vermin will crawl into sight from seemingly out of nowhere.
- **Whispers:** Anyone within ten feet of the Revenant hears faint whispering upon the air. If they focus on it, they might be able to discern the voices of dead acquaintances.

## **FETTERS**

A Fetter is an object that binds the Revenant to the physical world. It is the first thing the Revenant encounters when it crosses over from the Void. Fetters often have some kind of supernatural ability, but could also be a mundane object. The Revenant cannot lose its Fetter unless it is taken. If the Fetter is somehow lost or misplaced, it will appear within the Revenant's grasp within moments. A Fetter can be stolen, however, which prevents it from returning to the Revenant. If the Fetter is destroyed, the Revenant loses its supernatural abilities (although it can still use Hatred in Challenges). When a Revenant dies after its Fetter is destroyed, it is banished to the Void for all eternity.

## **SAMPLE FETTERS**

These examples provide a general idea of different Fetters, but Players and GMs should work together to develop more specific and detailed descriptions for the Revenant's Fetter.

- A small animal companion, such as a cat, a dog, or a raven.
- A weapon identical to the one that killed the Revenant (if a firearm, it never runs out of bullets).
- A book filled with helpful information.
- A musical instrument that evokes powerful emotions.
- An article of clothing that provides camouflage.
- A pocket mirror that shows what someone is doing.
- A deck of cards that can change appearance.
- A stuffed animal that senses lies.
- A camera that captures memories.
- A cell phone that can make calls into (and receive calls from) the past.

## **ECHOES**

Revenants retain only hazy memories of their mortal life. Although they remember their name, people who were very close to it, and the circumstances of their death, specific memories are hard to recall, much like trying to remember the details of a dream after waking up. The exception to this are Echoes, powerful memories laden with emotion that help anchor the Revenant to the world of the living. An Echo is a specific moment that usually involves a specific person or thing. These memories are always positive, reminding the Revenant of its former humanity. Should a Revenant forget its Echoes, it loses focus and control over its actions as it becomes more aligned with the Void.

## **SAMPLE ECHOES**

These examples provide a general idea of different Echoes, but Players and GMs should work together to develop more specific and detailed descriptions for the Revenant's Echoes.

- Playing games as a child.
- The birth of a child.
- A romantic encounter.
- The death of a loved one.
- A thrilling victory.
- An agonizing defeat.
- A random, beautiful day.
- Visiting a foreign country.
- A noteworthy performance.
- An interaction with a friend or family member.

## **THE TARGET**

When a Revenant crosses over from the Void, it fixates upon the person most directly responsible for its death. In most cases, this Target is an individual, either the person who killed the Revenant or arranged to have it killed. While Targets can come in many forms, they are always distinguished by either a lack of remorse or accountability for the Revenant's death. They know what they did was wrong, but they have avoided any consequences. This means that Targets are rarely sympathetic or remorseful figures. For example, a gang member who shoots someone during a robbery, but then goes to prison and spends the rest of their life trying to make amends for their actions would not become the target of a Revenant's vengeance. If, however, the same person escaped justice, continued to prey upon others, and never expressed any genuine remorse over killing someone, there is a very good chance a Revenant might return to hold them to account.

A Target does not necessarily have to be the person who personally killed the Revenant. If the killer was merely following orders, the person most responsible for the Revenant's death is the person who gave the order, which makes them the Target. The person who carried out the order is usually one of the Target's Assets.

In some cases, especially if a long period of time has passed since the Revenant's death, a Target may have moved on with their lives and put their bad deeds behind them. If they have not truly made amends or faced any kind of justice for what they've done, however, a Revenant still might come calling. Targets may not remember the Revenant, but they can feel its Hatred when they're in its presence. They know it is coming for them and means them harm, even if they don't understand why.



## **SAMPLE TARGETS**

The following list provides a rough guide for different types of Targets. Players and GMs should work together to develop more specific and detailed descriptions for the Revenant's Targets.

- A manipulative politician
- A street gang leader
- The head of an organized crime syndicate
- A powerful business leader
- A corrupt police officer
- An abusive media mogul
- The leader of a terrorist cell
- The head of a violent cult
- A sinful religious leader
- A brutal dictator
- An unrepentant drunk/drug abuser
- A secretive serial killer
- A ruthless loan shark
- An unscrupulous lawyer
- A drug dealer/manufacturer
- A sexual predator
- A violent lover
- A subversive hacker
- A hatemongering media personality
- A maniacal sports manager

## **BONDS**

Although the Revenant's Target is often an unsympathetic figure, that doesn't mean there aren't things in their life that they care about and value. These people, things, and goals are closely connected to the Target, and losing them can be traumatic and painful. When a Revenant discovers these Bonds, it can use them to its advantage as it seeks vengeance.

### **SAMPLE BONDS**

These examples provide several broad categories for Bonds, but Players and GMs should work together to develop more specific and detailed descriptions for each.

- A family member the Target truly cares for, such as a sibling, parent or child.
- A beloved mentor who guided the Target to their current status.
- An organization the Target spent their life building.
- A family heirloom passed down several generations.
- The house where the Target grew up and perhaps still lives in.
- A lover who brings out the best (or the worst) in the Target.
- A trusted apprentice the Target may be grooming to succeed them.
- A pet the Target views more fondly than most (or all) of the people in their life.
- A material possession that symbolizes the Target's view of themselves, such as a car, a yacht, or an art collection.
- A public legacy that bolsters the Target's reputation and validates them.

## **ASSETS**

Targets typically possess substantial resources they can use to their advantage. In many cases, these Assets were the instruments of the Revenant's death. A Target can call upon their Assets whenever they wish, although it may take time to actually muster and deploy them. Some Assets can be used directly, while others are more valuable because of their influence.

### **SAMPLE ASSETS**

These examples provide several broad categories for Assets, but Players and GMs should work together to develop more specific and detailed descriptions for each.

- Personal bodyguards.
- A corrupt police officer on the take.
- A fortified safehouse.
- A loyal military force.
- A bribed politician.
- A fleet of vehicles.
- A larger business organization (legal or illegal)
- A unique technology.
- Someone who owes a debt.
- A spy or plant in another organization.

## FEARS

Even the most ruthless and imposing Target is afraid of something. Revenants seek to discover these Fears and exploit them, increasing the amount of psychological trauma they can inflict on the Target as part of their revenge. While Fears are sometimes related to Bonds and Assets, they are often less rational or tangible. Discovering a Target's Fear can be difficult, typically requiring extensive observation and investigation. Revenants with psychic abilities can sometimes learn about Fears more easily, and watchful Ghosts can often provide hidden insights about their behavior. By forcing a Target to encounter their Fears, Revenants can gain additional Vengeance Points. Each Fear can be exploited as often as the Revenant wishes, but they only gain Vengeance Points from the first occurrence.

### SAMPLE FEARS

These examples provide several types of specific Fears, but Players and GMs should work together to develop additional and more detailed examples.

- Being embarrassed or ridiculed in public.
- Close contact with a specific animal (snakes, spiders, dogs, etc).
- Being trapped in a confined space.
- Contact with germs or bacteria.
- A specific person from their past (usually a parent or similar authority figure).
- Being in high places.
- Having a secret exposed.
- Losing a loved one or prized possession.
- Supernatural events (such as encountering spirits or malign forces associated with their religious beliefs).
- Being defeated by a rival.

## THE VOID

The Void separates the physical realm of the living from the boundless eternity of death. When a person dies, their spirit drifts into the Void and must cross it to reach its final resting place. Sometimes, spirits are unable to let go of their former life and linger in the places they once knew (Ghosts). Other spirits become lost in the Void, forever drifting until they become mad, ravenous things consumed by a hunger for the warmth of the living (Demons). When a person dies in an especially unjust or painful way, their spirit is unable to let go of the physical world and its undying hatred allows it take physical form once more (Revenants).

Those who have seen the Void describe it as a dark, fog-covered field. Sometimes there is no ground or gravity. At other times, the ground is still water. The fog seems to absorb sound, and the air smells of damp earth.

## THE GATEKEEPERS

A Revenant is an affront to the natural order of the universe. Spirits known as Gatekeepers are charged with finding them and dragging them back to the Void, where they can be escorted to Oblivion. Gatekeepers are incorporeal spirits, visible only to Revenants, Ghosts, Demons, and Void Sensitives. They cannot remain in the physical realm for long, however, so they typically possess recently deceased humans to use them as vessels. Gatekeepers are obsessed with hunting down Revenants and destroying them. They often use people and places associated with the Revenant's Echoes to track it down and get closer to it. When a Gatekeeper locates the Revenant, it will confront it as quickly as possible and try to drag it back into the Void. If the Revenant's Hatred has made it too powerful, the Gatekeeper does everything in its power to destroy the Revenant's Fetter. This often includes working with the living, sometimes even the Revenant's Target. When more than one Gatekeeper has crossed over, they immediately seek each other out and join forces. As entities of the Void, Gatekeepers have extensive supernatural powers at their disposal. They are singularly focused on destroying the Revenant and cannot be reasoned with in any way. Gatekeepers have no qualms about killing any mortals who get in their way. When their host body is destroyed, the shock casts their spirit form back into the Void.

A Gatekeeper enters play every time a Revenant gains a Vengeance Point or manifests after its body is destroyed. As soon as a Gatekeeper arrives in the physical world, it begins hunting the Revenant. At the start of every scene or after an extended period of time, the GM secretly rolls on the Hunt Table to determine the Gatekeeper's progress.

### **Hunt Table (roll 1d6)**

1. The Gatekeeper makes no progress.
2. The Gatekeeper closes in on the Revenant's trail (+1 to next roll).
3. The Gatekeeper targets something related to the Revenant's Echoes.
4. The Gatekeeper locates the Revenant's Target and waits for it to make contact.
5. The Gatekeeper finds the Revenant and waits for an opportunity to target its Fetter.
6. The Gatekeeper finds the Revenant and immediately confronts it.

When a Revenant encounters a Gatekeeper, it must decide whether to confront it or flee it. If the Revenant flees, it makes a normal Challenge test. Fleeing from a Gatekeeper resets the scene, forcing the Revenant to abandon whatever it was doing, which could cause it to lose valuable time or allow the Target to regroup. If the Revenant fails to escape, it has no choice left but to confront the Gatekeeper.

Confronting a Gatekeeper is a special form of Challenge. Gatekeepers are formidable opponents, and doing battle with them is risky. If the Gatekeeper overpowers the Revenant, it can potentially return its soul to the Void.

Unlike a normal Challenge, confronting a Gatekeeper is an opposed test. The GM creates the Gatekeeper's dice pool by gathering a number of dice equal to the Revenant's current Vengeance Points. When facing multiple Gatekeepers, add an extra die for each Gatekeeper beyond the first. After calculating all potential bonuses (and spending Hatred), the Player rolls 2d6 as normal and the GM rolls however many dice are in the Gatekeeper's dice pool. If the Player die is equal to or greater than the GM die, the Player may eliminate one of the Gatekeeper's dice.

If the Revenant's result is greater than the Gatekeeper's, then the Gatekeeper is destroyed and cast back into the Void. The Revenant gains Hatred equal to the vanquished Gatekeeper's dice pool. If the Gatekeeper's result is higher, it rips the Revenant's soul from its body and drags it into the Void. What happens next depends upon whether or not the Revenant's Fetter is intact. If the Fetter has not been destroyed, the Revenant can invoke one of its Echoes to escape the Gatekeeper and return to the physical world. The Echo is burned away from its memory forever and can never be recovered. After escaping, the Revenant's soul returns to wherever its body was located when it encountered the Gatekeeper. No time passes between the moment when the Revenant was pulled into the Void and the moment it returns. The Gatekeeper's host body returns to its dead state, but the Gatekeeper reenters play elsewhere and resumes its hunt.

On the other hand, if the Revenant's Fetter has been destroyed or it has no remaining Echoes, its soul is trapped forever in the Void, restless and unable to cross over to the physical realm. In time, it may become a Demon, but for now, its story has come to an end.

## **GHOSTS**

A Ghost is a spirit caught in the Void that cannot let go of its mortal life for some reason. They are not consumed with a desire for vengeance like a Revenant, however, which makes it impossible for them to cross over without assistance. Most Ghosts linger in a specific area that was strongly associated with them in life. This area is sometimes called a haunt, especially if the Ghost has made contact with the living who reside or pass through the area. A haunt can be as small as an apartment or as large as a neighborhood. Ghosts can observe the physical realm, but they cannot interact with it unless pulled over from the Void by strong emotions or contact with someone Void Sensitive. Caught between two worlds, Ghosts tend to communicate in jumbled, incoherent ramblings, especially if they have been dead for a long time. Ghosts linger in the Void until the issue causing them to cling to life is resolved, although they might not remember what that is after a lifetime or so. A Ghost can speak through the living, but cannot fully possess their body.

## **DEMONS**

In some cases, a soul is not ready to move on from life for selfish reasons. Perhaps it fears the unknown embrace of oblivion or it resents no longer being able to experience the pleasures of the flesh. Whatever the reason, a soul that becomes consumed with jealousy or wrath toward the living becomes a Demon, a twisted, ravenous thing that desires nothing more than to return to the physical world so it might experience life once more. Demons possess enough willpower to cross over from the Void to possess receptive vessels, or mortals who are in intense emotional distress or are Void Sensitive. Unlike Ghosts, Demons are not bound to a haunt; they can roam freely in search of vulnerable souls that can help them escape the Void. A person possessed by a Demon gains unnatural strength, agility, and resistance to pain. The Demon's appetite is insatiable, manifesting in behaviors like uncontrollable hunger, sex drive, and drug cravings. Most Demons burn out their host body within a few days, leaving it dead or broken with a long trail of messy consequences in the poor soul's wake. A Demon can be forced out of a host body by a Void sensitive individual with a strong will. If a Gatekeeper finds a Demon that has crossed over, it can cast them out from a mortal body and back to the Void with a touch. This creates a link between them, allowing the Gatekeeper to locate the Demon when it returns to the Void so it can drag it off to Oblivion.

## **VOID SENSITIVES**

Some humans possess a sixth sense that allows them to feel the presence of the Void. They may not be able to see it or understand it, but they know something lingers just beyond their normal senses. Void Sensitive recognize Revenants, Gatekeepers, and Demons instantly as something unnatural, although they often don't understand why. While Void Sensitive can refine their senses to probe the edges of the Void, they do so at great peril. Demons are particularly interested in them because their connection to the Void makes them easier to possess. Void Sensitive often feel compelled to lend a Revenant aid for reasons they can't quite understand.

## **A JURY OF REVENANTS**

In some rare instances, multiple Revenants return to seek vengeance against the same Targets. While they may not have died under the same circumstances, the objects of their Hatred are the same. A group of Revenants united in purpose is called a Jury.

When playing with more than 2 Players, the creation process is slightly different. The Players and the GM should agree upon the identity of the Target(s) beforehand to ensure that a common thread runs through each Revenant's death.

The Revenants return to life at the same time, usually (but not necessarily) in the same location. They instinctively recognize one another's nature and purpose, although they don't know any details about their lives or deaths. Revenants in a Jury can assist one another, lending a +1 modifier during a Challenge.

A Jury shares accumulates Vengeance Points as a group. Whenever a Gatekeeper appears, increase its strength by the number of Revenants in the Jury OR add an additional Gatekeeper for every member of the Jury. Although each Revenant has their own Hatred, they can spend their Hatred on any Challenge test being made by a fellow Jury member if they are lending assistance.

## **SETTINGS FOR REVENANT**

The desire for vengeance cuts across time and culture. As such, REVENANT does not have an established setting. It can take place in any historical period and in any location. The themes and mechanics work equally well in the present day as they would in the distant past or the far-flung future. The GM and the Player should agree upon a setting context before they begin fleshing out the story details. As long as they agree on the particulars, anything goes.

For guidance and inspiration, a few example settings are detailed here.



## **DARK CITY**

Although the place may have a real name, inhabitants refer to it simply as “The City.” This grim, gothic-noir urban environment is difficult to place in terms of time or location. A sleek skyscraper full of cutting edge technology can be found just a few blocks from a 1930s-style automat. Fashion, style, and design trends range from the 20<sup>th</sup> to 21<sup>st</sup> centuries. While computers and mobile phones can be found everywhere, there is no public internet. The city is shrouded in perpetual gloom. Night seems to last forever here, and the brief hours of daylight are obscured by dark clouds, fog, and rain. The city was once a thriving economic and cultural center, but now everything is in a state of decay. Crumbling factories and condemned buildings stand abandoned throughout the city, rotting away under the shadow of newly constructed skyscrapers that house a new generation of wealth and power. Crime and corruption are rampant, with gangs controlling the bleak slums and powerful business leaders buying off elected officials. The city’s ineffectual government is overmatched on all fronts, fearful of the crime bosses and beholden to the whims of the wealthy. Ordinary people go about their daily lives in a haze of ignorance and denial, afraid to confront the grim reality of life in Dark City.

Film References: The Crow, Dark City, John Wick, Se7en

## **DEVIL’S BEND**

Located somewhere on the dusty outskirts of the western territories, Devil’s Bend is a small, but rapidly growing frontier town. Gold prospectors, traders, and homesteaders rub shoulders with gunmen for hire, gamblers, and con men all seeking opportunity and a new start in a region where the law doesn’t yet hold sway. The town itself is run by a loosely organized group of powerful residents, most of whom got where they are through a combination of property claims, control of an essential service, or brute force and violence. Bandit gangs present a constant danger, as do raids from nearby native peoples who are slowly being pushed off their ancestral lands. Disputes are settled directly, and often violently. Corruption and graft are a part of everyday life, and there is little recourse for those who find themselves on the wrong side of the powerful. With the nearest rail station hundreds of miles away, the people of Devil’s Bend are on their own when it comes to solving problems.

Film References: Deadwood, Unforgiven, High Plains Drifter, A Fistful of Dollars

## **TITAN 4**

Locked in orbit around Saturn's largest moon, Titan 4 is one of five space stations constructed in a joint venture between the Telarin Corporation and the United Americas government in the early to mid 22<sup>nd</sup> century. The five stations facilitate the massive mining operation that extracts resources from the moon and conducts a variety of scientific experiments on its surface. While Titan 1-3 were purpose-built to support mineral extraction, research, and interplanetary transport, Titan 4 was designed to serve as an arcology for permanent residents and their families. The multi-level facility is the size of a small city, complete with residential areas, recreation zones, commercial districts, and even an artificial lake that provides a view of Titan. An astonishing feat of engineering, Titan 4 generates artificial gravity and reprocesses its own water and oxygen, making it completely self-sufficient. Originally intended to be one of two such stations, the massive construction expense drove Telarin into bankruptcy before Titan 5 was completed. In the absence of direct corporate control, the Titan stations have become quasi-independent, with the local corporate offices declaring independence and cutting their own deals with miner and scientist unions. The majority of colonists (about a million residents) live on Titan 4, but many of them take transport flights to spend a 2-4 week work residency shift on Titan 1 (the interplanetary port station), Titan 2 (mining operations), or Titan 3 (research labs). Titan 5 is technically off-limits, but renegade salvage crews routinely sneak aboard to scavenge parts.

Film References: Alien, Event Horizon, Outland, Solaris

## **DRAKENMOOR**

Situated atop a steep, rocky hill in the northeastern highlands of the Kingdom of Belvaria, Drakenmoor Castle is the ancestral home of the Draken family for generations. Both the town clustered around the base of the hill and the land surrounding it also bear the ancient fortress's name. As loyal vassals of the King of Belvaria, the Drakens are responsible for the defense and administration of the barony. The current Baron, Alstaf Draken, is regarded as a virtuous and just lord by some and a cruel, rapacious tyrant by others. A handful of prosperous merchants and tradesmen see to the administration of the town, all under the watchful eye of Bishop Rohn, who manages the substantial church holdings throughout the barony. In the countryside surrounding the town, various lords hold sway over peasant farmers. These lords are charged by the Baron with the responsibility for preserving peace, order, and safe passage throughout the barony, but many of them are quick to abuse their power and position. A handful of smaller villages lay scattered across the barony, each one near a parish church that sees to the spiritual needs of the peasantry. Bandits and wild animals roam the wilderness, and the threat of heresy and witchcraft are said to lurk in the darkest corners of the land. Plague has stricken the barony on numerous occasions, leading many to suspect that the land itself and those who live upon it have been cursed by God.

Film References: Flesh + Blood, Black Death, Braveheart, Robin Hood (2010)

## **NEW EDEN**

Many centuries ago, humanity's pride led it stumbling blindly into near extinction. War, disease, famine, and ecological disaster claimed billions of lives. Out of the chaos came the New Apostles, twelve individuals blessed by God with the vision and wisdom necessary to rebuild society in a far more divine image. They gathered their followers and established the city of New Eden, which became a beacon of salvation for those fortunate enough to survive generations of man-made apocalypse. In the centuries since its founding, New Eden has grown to become a vast, sprawling metropolis of perfect order, technological brilliance, and spiritual harmony. There is no want, no suffering, and no conflict. The Engels patrol the streets and conduct regular inspections to ensure sin cannot take root and spread, while the Legates see to the spiritual and psychological health of the citizenry. Potentially dangerous or unseemly emotions are kept in check with steady doses of medication. Education focuses on science and technology alongside the Holy Scriptures. Knowledge of the world before New Eden is strictly forbidden. Dissent and resistance are not unknown, but they are dealt with quickly, usually by way of intensive reeducation or banishment into the wasteland beyond the city walls. The New Apostles remain entombed in suspended animation within the Great Sepulchre, a massive tomb in the center of the city behind the Cathedral of the Resurrection, which is where the Council of Prelates governs in their stead. Each Prelate holds their position for life and administers a district of the city through their Legates. They alone have the right to commune with the New Apostles to receive guidance and inform them of important temporal matters. Heretics and dissident sinners claim the Prelates are deceiving the city, that the New Apostles are long dead or have been corrupted by their prolonged hibernation. The Legates and the Engels do not take kindly to such sentiments, and will act swiftly and violently to burn away the filth of heresy before it can infect the rest of New Eden.

Film References: *Aeon Flux*, *Equilibrium*, *THX 1138*, *Logan's Run*

## INSPIRATION

Revenant draws upon a long tradition of revenge stories. The following films may provide Players and GMs with inspiration for their own game. While not all of these films feature a “true” revenant, they all involve characters overcoming great obstacles to avenge their real or metaphorical death.

- The Crow (1993)
- The Revenant (2015)
- High Plains Drifter (1973)
- Robocop (1987)
- Kill Bill Vol. 1 & 2 (2003, 2004)
- The Wraith (1986)
- Pale Rider (1985)
- Payback (1999)
- John Wick (2014)
- Gladiator (2000)

# REVENANT Player Sheet

I was \_\_\_\_\_ until \_\_\_\_\_.

My Fetter is \_\_\_\_\_.

My Touch of the Void is \_\_\_\_\_,  
which allows me to \_\_\_\_\_  
or \_\_\_\_\_.

My Mark of Death is \_\_\_\_\_,  
so I \_\_\_\_\_.

My Echoes are \_\_\_\_\_,  
and \_\_\_\_\_,  
and \_\_\_\_\_.

I was killed by \_\_\_\_\_.

I've discovered their...

Bonds

Assets

Fears

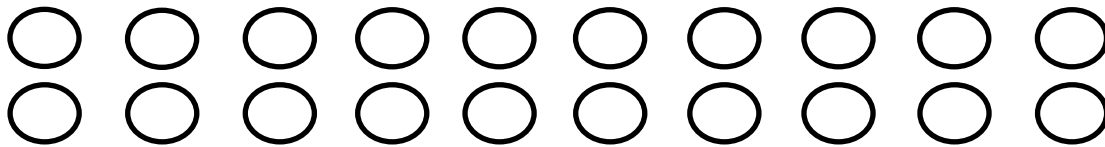
1 \_\_\_\_\_ 1 \_\_\_\_\_ 1 \_\_\_\_\_

2 \_\_\_\_\_ 2 \_\_\_\_\_ 2 \_\_\_\_\_

3 \_\_\_\_\_ 3 \_\_\_\_\_ 3 \_\_\_\_\_

4 \_\_\_\_\_ 4 \_\_\_\_\_ 4 \_\_\_\_\_

Hatred



Vengeance Points



# REVENANT GM Sheet

The Target is \_\_\_\_\_.

They have the following...

Bonds

- 1 \_\_\_\_\_
- 2 \_\_\_\_\_
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_

Assets

- 1 \_\_\_\_\_
- 2 \_\_\_\_\_
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_

Fears

- 1 \_\_\_\_\_
- 2 \_\_\_\_\_
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_

Revenant's Current Vengeance Points

Gatekeepers in Play

Hunt Progress

1: Searching

2: Closing (+1)

3: Locates Echo

4: Guarding Target

5: Stalking

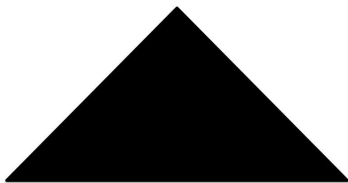
6: Confrontation

Session Notes

YOU WERE DEAD...

...AND THEN YOU WEREN'T.

SOMEONE WILL PAY.



LAST REDOUBT GAMES